# Making the app

1. Importing the maps sdk package, ARCore pacakgae, ARKit package, in settings changing the build to android, minimum APK level to 8.0 and setting the company name as FilipBabiec. Then logging into maps sdk website to get the access token.
2. Creating folders like scripts, assets, images etc. Getting the location based game premade prefab, ARSessionOrigin and ARSession into my scene.
3. Adding the canvas for buttons and 3 buttons for: settings, navigation and switching cameras. Adding scripts: camera toggler, map toggler, camera controller for switching cameras.
4. Creating the navigation UI to choose where to navigate with the use of dropdown menus. Creating the script for the navigation UI. Creating the settings UI.